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
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
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 Yoav Zibin , Joseph Yossi Gil


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The dispatching problem can be solved very efficiently in the single-inheritance~(SI) setting. In this paper we show how to extend one such solution to the multiple-inheritance~(MI) setting. This generalization comes with an increase to the space requirement by a small factor of

κ This factor can be thought of as a metric of the complexity of the topology of the inheritance hierarchy. On a data set of ~35 hierarchies totaling some ~64 thousand types, our dispatching data structure, based on a ...

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Determining the potential targets of virtual method invocations is essential for inter-procedural optimizations of object-oriented programs. It is generally hard to determine such targets accurately. The problem is especially difficult for dynamic languages such as Java, because additional targets of virtual calls may appear at runtime. Current mechanisms that enable inter-procedural optimizations for dynamic languages, repeatedly validate the optimizations at runtime. This paper addresses this ...

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Designing and implementing generic software components is encouraged by languages such as object-oriented ones and commonly advocated in most application areas. Generic software components have many advantages among which the most important is reusability. However, it comes at a price: genericity often incurs a loss of efficiency. This paper presents an approach aimed at reconciling genericity and efficiency. To do so, we introduce declarations to the Java language to enable a programmer to speci ...

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 Daniel C. Swinehart , Polle T. Zellweger , Richard J. Beach , Robert B. Hagmann


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This paper presents an overview of the Cedar programming environment, focusing on its overall structure—that is, the major components of Cedar and the way they are organized. Cedar supports the development of programs written in a single programming language, also called Cedar. Its primary purpose is to increase the productivity of programmers whose activities include experimental programming and the development of prototype software systems for a high-performance personal computer. T ...

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 Luca Cardelli , Peter Wegner

ACM Computing Surveys (CSUR) December 1985

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Object-oriented languages have suffered from poor performance caused by frequent and slow dynamically-bound procedure calls. The best way to speed up a procedure call is to compile it out, but dynamic binding of object-oriented procedure calls without static receiver type information precludes inlining. Iterative type analysis and extended message splitting are new compilation techniques that extract much of the necessary type information and make it possib

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